



CONCEPTIONTM II

CHILDREN OF THE SEVEN STARS

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The world of Aterra, where the Star God is worshipped, has been ravaged by monsters for 20 years. Youths who find the Star Brand on their hands enroll in the Academy as Disciples. One such youth finds that he has a special power: he is a God's Gift, and along with seven girls of the Elite class, he can produce Star Children to fight against the monsters as one of the Nemesis Hunters.

Protagonist

Twin Swords

A Disciple with the power to eradicate the monsters. He is God's Gift, who generates a tremendous amount of Ether, a source of magical power.

Chlotz

The protagonist saved him and Fuuko from monsters. He is very considerate of his classmates, and often advises the protagonist.





Fuuko

Dual Pistols

The first female student that the protagonist meets. She is bright and amicable, and quick to make friends. She sees herself as a very down-to-earth kind of person.



Ellie

Summoning Gun

A first-year student who's very energetic and often cheers on those around her. Though she looks cute and young, she's very mature and perceptive.



Narika

Bowgun

The vice representative of the protagonist's class. She is shy and reserved, without much self-confidence, but has a good heart and is very kind to others.



Feene

Gunblade

An earnest, polite third-year student. She is considered one of the strongest Disciples, and has already seen action on the front lines.



Chloe

Remote Turret

Chlotz's older sister, who's just a year older than the protagonist. Her abilities are so exceptional that she works as a teacher at the Academy.



Torri

Gatling Gun

As a result of being raised in a research facility, she is very naïve about the outside world and usually believes anything she's told.



Serina

Kick Gun

Despite her diminutive size, she is actually a third-year Disciple with incredible power. She has a good heart, but often tries to keep her true feelings hidden.



Ruby

The head researcher at AngelMarker R&D. She is often totally engrossed in her research, which has led to a number of contributions.



Mark

A researcher at AngelMarker R&D under Ruby. He is adept at inventing magical items, and uses his skills to create new equipment for the group.

Alec

A Disciple who has already seen combat as a Nemesis Hunter. He is considered one of the strongest Disciples of all time.



Mattero

The head priest of the Church, which watches over all Disciples. He is also the headmaster of the Academy.

Controls (1)

07



Controls (2)

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The controls for each screen are given here. For more details, go to System in the menu and then Tutorial.

Map Screen (p. 11) //

Directional Buttons	Select Options	O Button	Move cursor back to "Dorm Room"
Left Stick	Select Options	X Button	Confirm

Menu Screen (p. 12, 23) //

Directional Buttons	Select Options	□ Button	Display the character's HP and MP (hold button)
Left Stick	Select Options	L/R Button	Switch category
O Button	Go back		
X Button	Confirm, make selections		

Event Screen (p. 16) //

X Button	Progress text, make selections	△ Button	Move through text automatically
O Button	Display/hide text box	L Button	Display text history
□ Button	Show heroine information (During Bonding Events)	R Button	Fast forward

Controls (3)

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Labyrinth (p. 22) //

Up/Down Buttons	Change camera elevation
Left Stick	Move character
Right Stick	Move camera
× Button	Confirm, pick up items, activate phenomenon (p. 24)
○ Button	Cancel, go back

□ Button	Switch map display type
△ Button	Display menu
L Button	Rotate camera left
R Button	Rotate camera right
L + R Buttons	Reset camera

Battle Screen (p. 25) //

Directional Buttons	Select option
Left Stick	Select option
× Button	Confirm
○ Button	Cancel
□ Button	Display/hide unit HP/MP

△ Button	Activate Auto Play (p. 30)
L Button	Switch camera, change tactics (hold while Auto Play is active)
R Button	Speed up/resume normal speed

Overview (1)

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Prepare your party at Fort City to challenge the Labyrinths. Sealing the Dusk Spawner at the end of a Labyrinth (p.22) will allow you to move forward in the story.

The game's progression

The goal of the game is to seal the Dusk Spawner at the end of each Labyrinth.

Prepare your party From the map, you can go to your Dorm Room (p.12) or other facilities. You can get to know the heroines better through Bonding Events (p.16) in order to create stronger Star Children through Classmating (p.18). You can also go to the shop (p.20) to purchase items for battle.

Exploring Labyrinths Labyrinths are dungeons which change shape every time you enter. You must find the Goal Portal (p.24) on each floor in order reach the last floor.

Battling monsters If you come in contact with a monster, you will enter battle. You will have to use your skills and items to defeat them.

Overview (2)

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The passage of time

Some time passes whenever you enter a Labyrinth or rest in your room.

The Fort City map

The map will show the currently available areas. From here, you can visit facilities and dungeons, as well as see event triggers. Select an area to visit to move to that location. You can also press the O Button to move the cursor to "Dorm Room".

New areas are unlocked by raising the City Level or advancing the story.

Bond Points (BP)

Bond Points are necessary to perform Classmating, Mecunite (p.27), and certain skills in battle. You can replenish Bond Points via Bonding Events, fountains in the Labyrinths, and executing combos in battle.

Dorm Room (1)

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Your dorm room is an important location. From there, you can change your party's equipment, organize your team composition, and make other preparations to enter the Labyrinth.

Menu Screen

Selecting "Dorm Room" will show a menu screen. Select an option from the menu and press the X Button to confirm.

Item

View items, gifts, and equipment. Some items can also be used here.



Character Window

Characters and teams' statuses will be displayed on the right side of the screen.

Dorm Room (2)

13

Skills

View available skills, which are special commands used by consuming BP. Select the team whose skills you wish to view. You can change categories with the L and R Buttons.

Equip

Change the protagonist, heroines, and Star Children's equipment here. You can use the "Accessory" option to equip the gifts you give to the heroines, and the "Costumes" options to change costumes.

Team Info

View your character and team's status here.

Dorm Room (3)

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Tactics

Set the actions that characters take when you use the Auto Play (p.30) option during battles.

Team Edit

You can change the members of your team, as well as emancipate your Star Children. One team consists of three Star Children, and a team's stats are determined by the total of the three Star Children's stats. There are also team skills that can be used through specific combinations of individual Star Children's skills.

Quest

View the currently accepted quests.



Dorm Room (4)

15

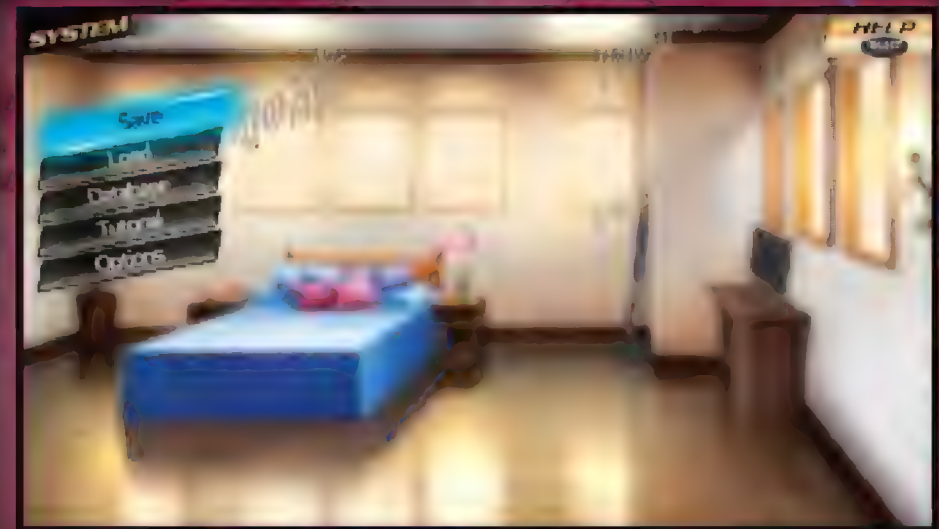
Rest

Take a rest. Some time will pass.

System

You can view information about your current game, as well as change options.

Save	Save your progress in the game.
Load	Load a saved game.
Database	View information and records about your game.
Tutorial	View detailed explanations about the menus and onscreen information.
Option	Adjust in-game options.



Bonding Events (1)

In Bonding Events, you can talk to a heroine and become more intimate with them. By becoming more intimate with a heroine, you can create more powerful Star Children through the Classmating Ritual.

Meeting with the Heroines

Go to the Academy on the map and select the heroine that you want to talk to. Choose responses to proceed with the conversation, and become more intimate with the heroine. You will earn Bond Points (BP) after the Bonding Event ends.

- * If you have already had a Bonding Event with a heroine, you won't be able to have another Bonding Event with them until resting.
- * One heart symbol is consumed for every one Bonding Event. The heart symbols will replenish after some time passes.

Heroines' preferences and personalities

Each heroine has different preferences and personalities. Make sure to check the information in **HEROINE DATA** before talking to the heroine. By selecting options that go with the heroine's preferences and personalities, your intimacy with the heroine will increase. However, if you select options that don't go with the heroine's preferences, it might put her in a bad mood.

Mood

A heroine's mood icon will change depending on how you respond when you talk to her.

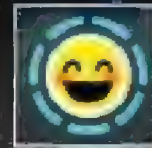
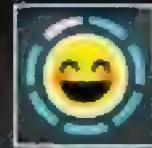
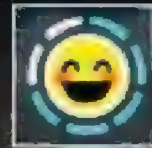
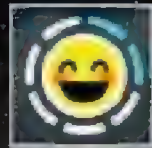


Bonding Events (2)

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Intimacy

By becoming more intimate with a heroine, the white gauge fills up with blue. As you progress through the game, the grey bars in the gauge will turn white, and you will be able to fill it up.



Giving Presents

If you have a present and you select the option "Give a present" while talking to a heroine, you are able to give her a present. If you give her an equipable accessory present, you can equip it on that heroine with "Accessory" option.

Touch Communication

There are times where Touch Communication will activate, in which you will directly touch the heroine. Listen to what the heroine says and touch or rub the screen as requested.

Special Bonds

You will have more opportunities to bond with heroines than just spending time with them. You may receive messages while exploring a Labyrinth, or during battle. You can answer these messages by pressing the X Button while exploring, or selecting the mail icon during battle. However, answering mail uses your turn in battle, and the message will only be available for a limited time.

Classmating (1)

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Create Star Children by Classmating with heroines you grow close to through Bonding Events. Once you have strong Star Children, you can assign them to teams.

Classmating

Select the Church on the map. Once at the Heroine Selection screen, select a heroine to partner with and then a Matryoshka to use. Classmating requires Bond Points to perform. Remember that you cannot Classmate with heroines who are in a bad mood.



Matryoshkas Matryoshkas are required to Classmate with anyone. The Matryoshka you use has an effect on the Star Child you create.

Star Children

Each Star Child gets a name and class when it's born. The Classmating ritual ends once you receive a Bonus Card. The first time you Classmate, you'll have three Star Children, but ordinarily only one is born at a time.

* The Star Child's maximum level depends on the protagonist's level and the heroine's mood at the time of Classmating.

Classes	There are many different classes, each of which has its own skills to learn. Certain classes have special requirements; if the Star Child doesn't meet them, then it cannot be that class.
Bonus Cards	You receive these after Star Children are born. Some reduce the Bond Point cost, and some can improve a heroine's mood.

Trimating

Trimating allows you to Classmate with two heroines at once, enabling the birth of stronger Star Children. A Trimating banner will be shown beside heroines who can participate in Trimating. Press the \triangle Button while highlighting the heroine, and then select a second heroine to proceed.

Facilities (1)

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Fort City features other facilities beyond the ones already explained.

*Day Camp, Scavenger, Gift Shop, Guild, and Research Facility are unlocked as you progress through the game and raise the city's level.

Shop

You can buy and sell items at the shop, as well as change your equipment.

Guild, Research Facility

You can accept quests here, as well as report completed quests to receive your reward.

Day Camp

If you leave Star Children at Day Camp, they automatically gain a portion of the experience that the protagonist's team gains in the Labyrinths.

City Level and Facility Level

When the City Level goes up, you will be able to use more facilities. When the Facility Level goes up, the type of items you are able to buy may increase. There are also times when a Star Child that has become independent will send you money.

Facilities (2)

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Scavenger

Send Star Children that have become independent into the Labyrinths to scavenge for treasure. As the facility levels up, you can send more Star Children out.

Gift Shop

Buy and sell gifts for Bonding Events here. As the facility levels up, you can buy more types of gifts.

Comm Station

Perform Blindmating, Classmating, and check DLC here. (p.33-34)

Training Facility

Here, you can revisit Labyrinths you have already beaten at a higher difficulty. You will receive experience and a reward depending on the difficulty. (There are no item drops.)

Dusk Circles (1)

22

These Labyrinths are dungeons that change shape every time you enter. You have to find the Goal Portal on each floor in order to reach the last floor.

Entering a Labyrinth

Select "Labyrinths" on the map to access the Labyrinth select screen.

Radar Map

The Radar Map will automatically map the areas that you have already explored. Portals (p. 24) within the Labyrinths will also be marked on this map.



Sealed Doors Certain doors are sealed. To break the seal, your Star Children's LUC (Luck) stat must be at a certain level. If the stat is not high enough, you'll have to defeat more monsters and level up.

Dusk Circles (2)

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Menu screen

You can display the menu screen by pressing the Δ Button while inside the Labyrinth. The menu screen is basically the same as the menu in your Dorm, with the following differences:



Item	Use Items from your inventory to recover any lost HP or MP.
Skills	Use your party's recovery, support, or exploration skills.
Team Edit	Adjust the composition of the Star Children teams you have brought into the Labyrinth with you.

Dusk Circles (3)

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Exploring the Labyrinths

Not only are there monsters in the Labyrinths, there are treasure boxes and traps as well. Pick up items as you find them and get rid of the monsters in your way to reach the Goal Portal that will take you to the next floor.



Monsters	There are many different types of monsters within the Labyrinths; if you touch one, you will enter battle (p.25). Monsters automatically spawn after some time passes.
Treasure	Treasure boxes containing equipment, items, Matryoshkas, and more are scattered throughout Labyrinths. You can open them by pressing the X Button.
Portals	Each floor has one Escape Portal and one Goal Portal. You move on to the next floor by using the Goal Portal, and you can return to Fort City by using the Escape Portal.
Phenomena	Traps can have many different effects on your party, such as damaging you or restoring your HP.

Battle (1)

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You will go into battle if you come in contact with a monster. Defeat them by using your skills and items.

Entering battle

If the player touches a monster, the player will begin the battle at an advantage. If the monster touches you, then the monster gets a preemptive strike, putting you at a disadvantage.

A monster's symbol changes color depending on its strength. Blue monsters are weaker than your team, so touching them triggers the God's Poke, which destroys the enemy by just coming into contact with them.

Blue...Weak monsters (triggers God's Poke)

Purple...Normal monsters

Red...Strong monsters

Yellow...Quest-related monsters

Grey...Phenomenon preventing analysis of its strength

Turn Order

Units take action according to the turn order display. The speed of the unit's next turn depends on the action cost of the selected action and the direction it faces.

Battle (2)

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Order of battle

On the turn order display, the team on the left gets to move first. You win by defeating all the monsters.

1 Select an action from the menu

On your allies' turn, you can select Attack or Skill from the menu to fight.

2 Select the direction

When attacking a monster, select a direction to attack it from.

3 Results

Once you defeat all the monsters, the results screen shows the experience, items, and glow (money) that you have earned.

Action menu

On your allies' turn, select an action from the menu (p.27).



Battle (3)

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Action Menu List

ATTACK	Perform a normal attack. After selecting a monster to attack with L or R Button, select the direction (p.30).
SKILLS	Skills consume MP or BP to use. You can press the L or R Buttons to switch through skill types. When attacking a monster, select a direction to attack from.
ITEM	Use an item. After selecting an item, select a unit to use it on.
GUARD	Take a defensive stance and reduce the amount of damage taken from monsters.
MECUNITE	<p>Only available to Star Children teams. The three Star Children in the team will spend Bond Points to form into a Star Angel. Star Angels can use special skills. To return them their original forms, select Split.</p> <p>*The team's elements are transferred onto the Star Angel it forms.</p> <p>*Only one team can Mecunite at a time.</p>
TACTICS	Set the types of action taken during AUTO PLAY. These options are the same as in Change Tactics (p.14) in your Dorm Room.
INFO	View the monsters or allies' information. Press the Left/Right Buttons to select a monster or ally. A monster's directional weakness is labeled in yellow.
ESCAPE	Run from the battle. If you fail to escape, it will move on to the next turn.

About Elements

Each Element has different affinities. There is also Elemental Strength to take into account.

Elemental Strength is the power of the element, which can be increased by adding more of the same element. For example, equipping a Fire element weapon on a Fire-based Star Child will double its Elemental Strength. Using skills of a specific element also increases the Elemental Strength.

However, increasing the Elemental Strength does not change its affinity, so it's a good idea to have different elements to reduce the number of weaknesses.



Intercepts

An ally team whose turn has not come around yet can assist another ally team. These occur automatically at a certain rate.

Suppressing Attack	Performed before the ally team is attacked, reducing the damage that ally team takes.
Complete Guard	Defends before the ally team takes an attack, negating damage to that ally team.
Assist Attack	When a team of Star Children attacks an enemy, the protagonist's team performs an assist attack, increasing the amount of damage done to that enemy.
Counter	The protagonist's team performs a counter attack before a team of Star Children is hit by an enemy attack, immediately defeating the enemy.

Seventh Burst Seventh Bursts are powerful skills each heroine has. The attack's damage and next turn speed changes depending on the positioning of the Star Children.

Battle (6)

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Auto Play

By pressing the Δ Button while selecting an action, you can switch to a mode where battle proceeds automatically. The mode will cycle through Full Auto Play, Auto Play, and Cancel. If you hold down the L Button during Auto Play, you can change tactics.

FULL AUTO PLAY	Every action will be selected automatically.
AUTO PLAY	Star Children's teams' actions are automatically selected, but you select the protagonist's actions.

Direction

When attacking a monster, you also select the direction you will attack from. Select a direction using the Directional Buttons. Make sure to look for the monster's vulnerable side, as well as the direction the monster is going to attack next.

When using ATTACK...

When you attack without changing your attack direction, your turn may come faster than the monster's. Changing your attack direction on your turn usually causes your next turn to come up later than if you don't.

Battle (7)

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Chain and Chain Drive

When you attack a monster, the Chain Drive gauge increases, slowing the monster's turn speed. When the Chain Drive gauge fills, the Chain Drive activates, chaining up to three monsters.

Status Ailments

Some monsters may inflict status ailments on the protagonists. Status ailments can be healed with skills and items. They will also heal when the battle ends.

*Star Children with 0 HP when the battle ends gain less experience.

Losing in Battle

If the protagonist is defeated, you will lose 20% of your money and return to Fort City.

Ether Density

This refers to the amount of Ether present, which you need to fight monsters within the Labyrinths. There are four levels of Ether Density: Lv0, Lv1, Lv2, and LvMAX. The higher the level, the faster your allies' turns will come. Your allies' turn speed is also greatly affected by the Chain Drive gauge and the number of hits in combos. Make sure to pay attention to the Chain Drive gauge and the Ether Density.

*Be careful: if the Ether Density goes down while it is LvMAX, it will automatically return to Lv0.

Actions that affect Ether Density

- Critical hits
- Attacking from CAUTION areas
- Defeating monsters
- Star Children becoming incapacitated
- Hits from enemies you are not facing
- Use of certain skills

Comm Station (1)

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You can perform Blindmating, Classmating, and check DLC at the Comm Station.

Blindmating (Local Play)

Classmate with heroines from another player's game.

Starting a session

The host is the one to initiate Blindmating. When someone tries to access your session, their handle will be displayed. After allowing them to join, you can Blindmate with them.

Joining a session

As a guest, you will join an active Blindmating session. You can join one by finding the handle of the person hosting on your wireless network, and then selecting the session.

Classmating (Local Play)

You can Classmant with another player's protagonist and create a Star Child that way. These Star Children have better stat growth and can become very powerful even at low levels.

*Connection is done the same way as Blindmating.

Comm Station (2)

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Change Handle

You can set a handle for the Blindmating. You may change your handle as many times as you want.

*Please avoid names that may offend or anger other players.

DLC

You can import and view the DLC (downloadable content) that you have purchased/downloaded from the PlayStation®Store.

Limited Warranty

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Contact Information

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For more information on this game, please visit:
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IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far away as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

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Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

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- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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